



3714
PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of: LeMay, et al.

Attorney Docket No.: IGTP031

Application No.: 09/642,192

Examiner: Steven L. Ashburn

Filed: August 18, 2000

Group: 3714

Title: GAMING MACHINE VIRTUAL PLAYER
TRACKING AND RELATED SERVICES

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CERTIFICATE OF MAILING

I hereby certify that this correspondence is being deposited with the
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Signed:

Latrice Williams
Latrice Williams

AMENDMENT

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TECHNOLOGY CENTER R3700

Mail Stop No-Fee Amendment
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

In response to the Office Action dated April 21, 2003 please amend the above-identified patent application as follows:

Amendments to the Specification begin on page 2 of this paper.

Amendments to the Claims are reflected in the listing of claims, which begins on page 3 of this paper.

Amendments to the Drawings begin on page 10 of this paper and include an attached replacement sheet.

Remarks/Arguments begin on page 11 of this paper.

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Currently, player tracking devices are manufactured as separate units before installation into a gaming machine. FIG.1 is a block diagram of a gaming machine with a player tracking unit connected to a server providing player tracking services. A top box 130 is mounted on top of the main cabinet of the gaming machine. The player tracking unit includes a card reader 110, a key pad, a display 105 and a processor 121. The processor component 121 of the player tracking unit 120 is mounted within the main cabinet of the gaming machine 100. However, the processor component 121 of the player tracking unit is usually mounted within the top box 130. The processor component 121 of the player tracking unit 120 is connected via the device connections 130 to three player tracking devices, a card reader 115, a key pad 110, and a display 105, all mounted within the top box 130. The gaming machine is connected to two servers, 150 and 155, via the network connections 140 and 145. The player tracking unit communicates with the player tracking server 150 via the network connections 140. The gaming machine communicates with the slot accounting server 155, independently of the player tracking unit 120, via the network connections 145 using a communication protocol of some type